FIG. 1 BACKGROUND ART

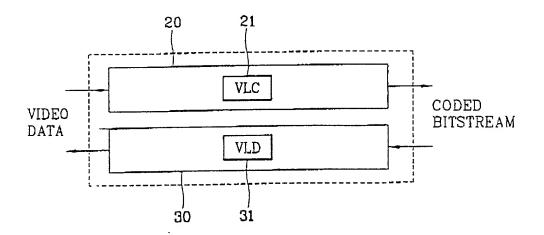


FIG. 2 BACKGROUND ART

SLICE #n+1		SLICE START CODE	ZERO-BIT
SLICE #n	106 107	SLICE START PARTITION 1 MARKER I PARTITION 2 MARKER 2 PARTITION 3	COEFFICIENTS   ZERO-BIT
	105	MARKER 2	
	104	PARTITION 2	MOTION VECTOR
	103	MARKER 1	Version and marketing special states of the
	102	PARTITION 1	HEADER
	101	SLICE START	

FIG. 3

1			
SLICE #n+1		SLICE START CODE:	ZERO-BIT
SLICE #n	205 206	PARTITION 1 PARTITION 2 PARTITION 3 (+CHANNEL (+CHANNEL CODING) (CODING)	DCT
	204	PARTITION 2 (+CHANNEL CODING)	MOTION
	203	PARTITION 1 (+CHANNEL CODING)	HEADER
	202	SLICE START PARTITION TABLE	
	201	START	
		SLICE	

FIG. 4

PARTITION TABLE				
FIELD NAME	REQUIRED NUMBER OF BITS	CONTENTS		
B1	5	PARTITION 1 SIZE(HEADER INFORMATION)		
B2	6	PARTITION 2 SIZE(MV)		
B3	13	PARTITION 3 SIZE(DCT)		

FIG. 5

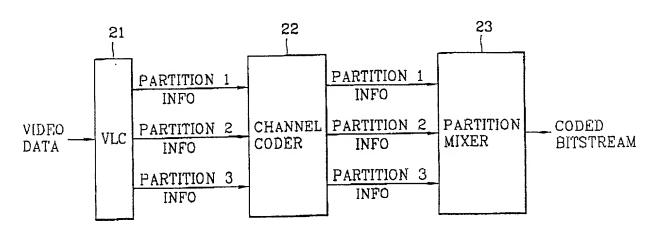
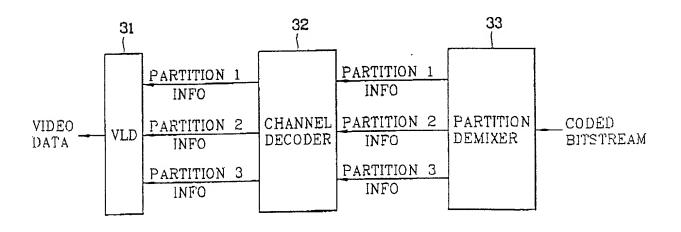
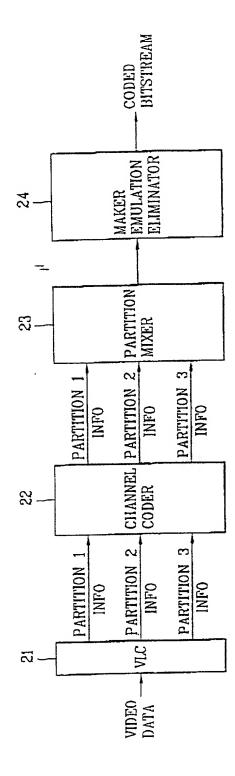


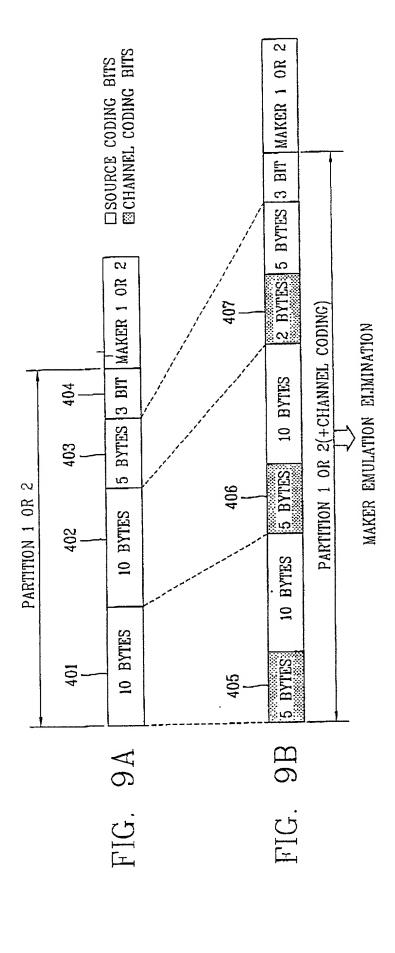
FIG. 6

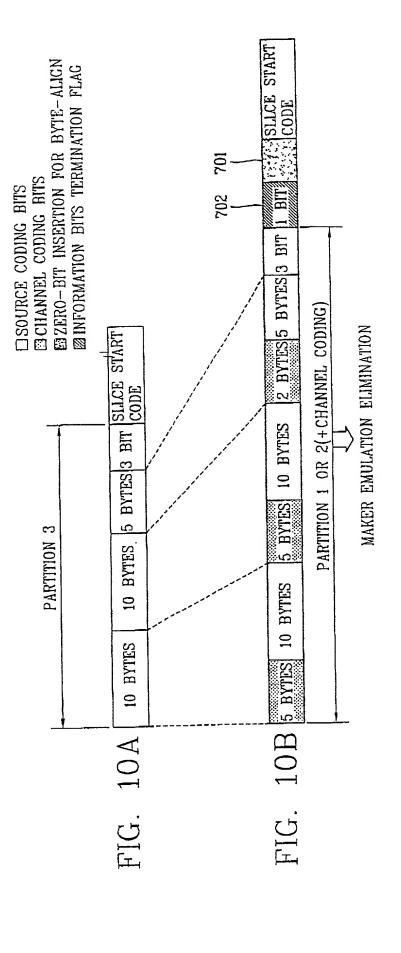


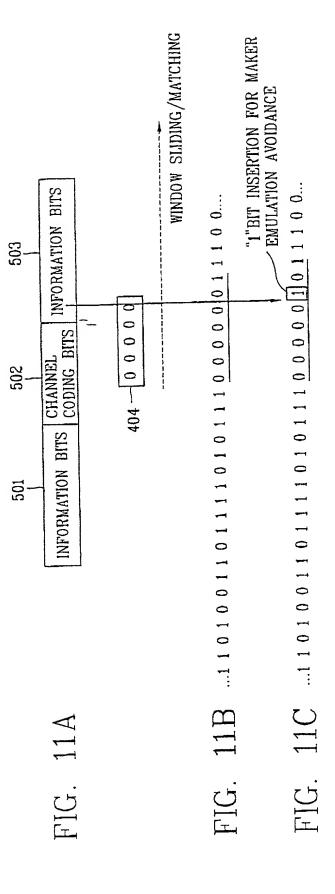
· .	SLICE #n+1		SLICE START	ZERO-BIT
		306 307	MARKER 2 (+CHANNEL CODING)	DCT COEFFICIENTS ZERO-BIT
FIG. 7		305	MARKER	
	ln	304	PARTITION 2 (+CHANNEL CODING)	MOTION VECTOR
	SLICE #n	303	MARKER	
		302	SLICE START (+CHANNEL, CODE CODING)	HEADER
		301	SLICE START CODE	

FIG. 8









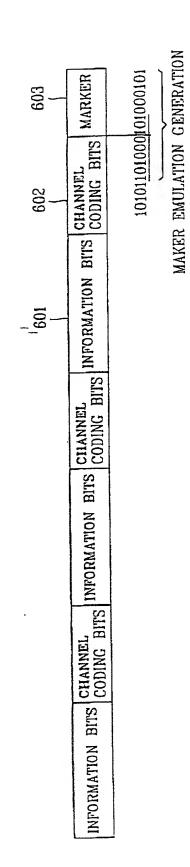
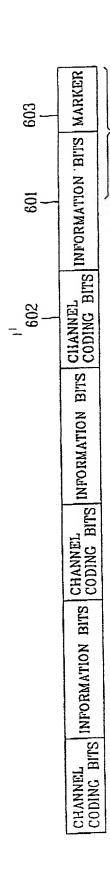


FIG. 13

(**)** ×



MAKER EMULATION AVOIDANCE

